

HEROQUEST

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Rise of the Dread Moon

Quest Book

Requires *HeroQuest Game System* to play (sold separately).

Underground Market

Items in the Underground Market may be purchased between quests, when allowed. Zargon, read the quest notes to know when the Underground Market cannot be visited.

The Underground Market sells the new items listed below, all potions with gold coin values in the alchemy deck, and all items available in the armory from the HeroQuest Game System. Heroes may sell items to the

Underground Market, so long as the items being sold are available for sale in the Underground Market. The hero receives gold coins equal to half the item's listed cost (rounded down) for the sale.



Caltrops

Cost: 100 gold coins

Use this item anytime on your turn, no action required. Place a caltrops tile on any one square you move through. If a hero or monster moves

onto that caltrops tile, they trigger the trap and must roll one combat die. If it lands on a white shield, they may continue their movement. On any other roll result, their movement ends. Remove the tile from the board if a hero or monster ends their turn on it. Once used, the caltrops are lost.

See **Caltrops** on page 5 for more.



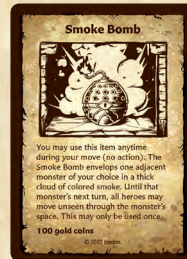
Reagent Kit

Cost: 400 gold coins

Use this item as an action on your turn to transform one reagent into one or more potion(s) listed on that reagent's

card. You must be standing adjacent to an Alchemist's Bench to use this item. The Wizard does not need the Reagent Kit to craft a potion. After the Reagent Kit has been used 5 times, it is lost.

See **Craft Potions** on page 9 for more.



Smoke Bomb

Cost: 100 gold coins

Use this item anytime during your movement. A thick cloud of colored smoke

envelops any one monster adjacent to you. Until that monster's next turn, all heroes move unseen through the monster's space. Once used, the smoke bomb is lost.

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Contents

Miniatures and Furniture*



Specters

x3



Dread Wraith



Magus Guards

x2



Dread Cultists

x4



Assassins

x2



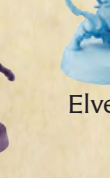
Statues



Elven Warriors



Elven Mercenaries



Elven Archers



Knight



Wooden Exit Door



Iron Entrance Door



Rack (Arcane Prison)



Sorcerer's Table



Cupboard



Table

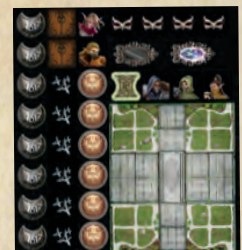


Mirror Stands

x2



58 game cards



Cardboard tile sheet: see pages 4 and 5 for descriptions of the cardboard components.

*All furniture has been specially designed for the elven world.

Page 3

Component Descriptions

All cardboard components should be carefully removed from the cardboard tile sheet. Note that the tiles are two-sided; the front and back of many tiles are different.

Next to most components is a symbol that represents that component on the quest maps. These symbols appear on each map to show you where to place components on the gameboard. For example, the iron door shown below is represented on the quest map by the symbol to the right of the door.

Iron Entrance Door

This iron door is placed on the edge of the gameboard in some quests. Heroes line up outside the door to begin such a quest.

Wooden Exit Door

In some quests, this special wooden door is used to exit the gameboard at the end of a quest.

Sorcerer's Table

The table can represent one of the many shrines to the moon that the elves maintain. If a hero is playing as the Elf or has a Lunar Charm, they can restore 1 lost Body Point and 1 lost Mind Point if they search a room that contains a sorcerer's table for treasure (in addition to any other effects of searching).



Statues

Each statue is an impressive sculpture of an elf champion from an earlier age.



Trap Doors

The two trap doors are used to link two unconnected rooms via an unseen tunnel. When landing on one trap door, a hero moves instantly to the other trap door. If a hero or monster lands on a trap door space that is occupied, move the occupying creature to an adjacent space of their choice. After a hero or monster moves from one trap door square to the other, their movement ends.



Lunar Charm

This token indicates that a hero is in possession of a Lunar Charm. Heroes collect Lunar Charms as the quests progress.

Mirrors

These standing mirrors are secret portals that lead to great treasure and hidden rooms. Fit these into the plastic stands when they are called for in a quest.



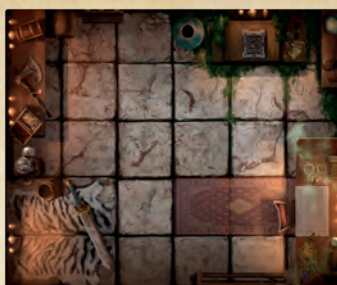
Disguise Token

This token indicates when a hero is disguised. A hero surrenders their token (and disguise) if they cast a spell or use prohibited weapons or armor. See **Disguises** on page 9 for more.

Hideout

This tile indicates a temporary lodging for the heroes. It has sleeping areas and a makeshift Alchemist's Bench.

See **Hideouts** on page 7 for more.



The Hideout tile and map symbol.



Caltrops

This tile indicates a caltrops trap on the board. Zargon, hidden caltrop squares are marked on the quest map. Do not place a hidden caltrops tile

on the board unless a hero moves onto the caltrops square and triggers it.

A monster never triggers a hidden caltrops tile on the quest map but will trigger a caltrops tile placed by a hero. When a caltrops tile is triggered, the target rolls one combat die. If a white shield is rolled, they may continue their movement (if they have movement remaining). On any other roll result, they must end their movement. Remove a triggered caltrops tile from the board if a hero or monster ends their turn on it.



Reputation Token

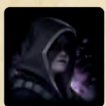
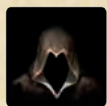
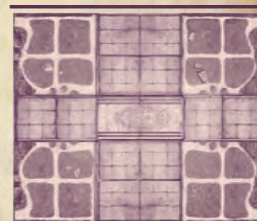
This token represents the heroes' renown in the area. Reputation tokens are spent on a multitude of beneficial effects that will reveal themselves as the quests go on. See **Reputation Tokens** on page 8 for more.

Plaza

This tile indicates a large open-air space in the city. Any room a plaza is placed over completely will not count as having walls, and the plaza will effectively extend into the corridors. If it cuts into other rooms without covering them completely, the boundaries of the plaza will count as walls along its borders with rooms it does not fully cover. Monsters in the plaza are inactive unless they are attacked or an undisguised hero (or active monster) enters their line of sight. A plaza cannot be searched for treasure.

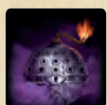


The Plaza tile and map symbol.



Strangers

This tile represents people the heroes may meet in their travels that are not clearly friend or foe. Strangers with no given statistic flee if attacked.



Smoke Bomb

This tile is used to mark monsters under the effect of a smoke bomb.

Playing the Quests

The quests in Rise of the Dread Moon are generally played the same way as the quests in the HeroQuest Game System. It is especially important that these quests be played in order. As in the Game System, heroes restore all Body and Mind points between quests unless explicitly stated otherwise. There are a few gameplay differences in Rise of the Dread Moon outlined ahead.

Starting and Ending a Quest

The heroes do not always start and end their quests on the spiral stairway. Each quest begins with a message from Mentor, and that message specifies where the heroes start and end the quest. Iron entry doors and wooden exit doors are shown on the quest map when applicable. If an entry door is used, it is always placed on the gameboard in its specified location before each quest begins. At the start of a quest, the heroes line up outside the door and ask Zargon to open it.

Note: As with regular doors, an exit door is not placed on the gameboard by Zargon until a hero looks down the appropriate corridor. An exit door is usually opened in the same way as a regular door, unless specified otherwise in the quest notes.

Elven Archers

These monsters appear in several quests and are under Zargon's control. Elven Archers roll 4 Attack dice against any non-adjacent target in their line of sight. They roll only 1 Attack die if the target is adjacent. The Elven Archer's statistics are listed on its corresponding card, as well as on pages 36 and 37.

Large Monsters

When a monster takes up more than one square (the Dread Wraith in this quest pack, for instance), that monster can attack any target in any adjacent square, including diagonal squares.

Ethereal Monsters

Ethereal monsters may move through heroes, walls, and other solid objects, but they must always end their movement on an unoccupied space and may not move into undiscovered areas. When rolling Attack dice against an ethereal target, a hero must roll a black shield instead of a skull to hit that target, unless they are using a spell or artifact to attack. Ethereal monsters are unaffected by all traps, including caltrops placed by heroes. See pages 36 and 37 for more information on monsters.



Specter, an undead and ethereal apparition.

Page 6

Dread Moon Spells

Monsters in this quest pack may cast spells on heroes. Each monster may cast each spell they know once per quest, regardless of if another monster has already cast that spell. Certain monsters have spells usable 'at will'; in those cases, the listed spells are always available to cast as an action. Each spell's effects are listed in detail on its corresponding spell card.

Mind Points

In this and in other quest packs, it is important to keep track of heroes' Mind Points. Heroes may use the bottom row of the Body Point boxes on their character sheets to record Mind Point damage. When a hero reaches 0 Mind Points, they go into shock. While at 0 Mind Points, a hero can only roll one red movement die, one Attack die, and two Defend dice. (Armor, weapons, and artifacts

do not increase the Attack or Defend dice while a hero is at 0 Mind Points.) The hero's Attack and Defend dice can be temporarily increased by some spells and spell scrolls. Additional Mind Points gained from certain artifacts may be lost. If the hero later restores Mind Points, they are no longer in shock and can roll dice as normal. A hero cannot go below 0 Mind Points.

Spells that affect a target's Mind Points (e.g. Sleep) cannot be cast on monsters with no Mind Points (e.g. Specters).

Hideouts

Heroes do not have routine access to shops, but sympathetic people will bring them supplies and leave them in hideouts. In the safety of a hideout, heroes can patch up wounds and avoid guard patrols.

Each hideout comes equipped with an Alchemist's Bench, may be searched for treasure once per quest, and is safe from threats. Any Wandering Monster or Hazard cards drawn when searching the hideout do not take effect and are immediately returned to the bottom of the deck.

As an action once per quest while in the hideout, each hero may roll one red die and restore that number of points, divided among their Body Points and Mind Points (not exceeding their totals for each). The hero decides the distribution between the two pools of points; for example, if they roll a 5 on the die, they can choose to restore 3 Body Points and 2 Mind Points, or 5 Body Points and 0 Mind Points.



Dread Cultist, a devoted subject to the forces of Dread.

Page 7

Additional Artifact Cards

Raven's Talon, The Cloak of Shadows, The Scales of Elethorn, Dawnshield, and Phoenix Ash: These artifacts are similar to the artifacts in the HeroQuest Game System. When a hero finds one of these artifacts, they record it on their character sheet.

Spell Scrolls: When a hero finds a *spell scroll*, they record it on their character sheet. A *spell scroll* may be used by any hero. These scrolls function like the spell cards in the HeroQuest Game System. Each scroll may only be used once.

Additional Treasure Cards

Shuffle the treasure cards from this quest pack into the HeroQuest Game System's deck of treasure cards before play begins. Draw from this deck when a hero searches for treasure, unless the quest notes specify otherwise.

Reputation Tokens

Heroes will find opportunities to earn and spend reputation tokens as

they adventure. Additionally, Zargon will award one reputation token at the end of each quest for the players to share. These tokens can be redeemed at various times. Zargon must declare when the heroes have the opportunity to spend a reputation token, per the quest notes. Zargon does not have to reveal what the heroes are spending it on until they have spent it.

Reputation tokens can be sold between quests for 250 gold coins each, which must immediately be used to purchase something from the Underground Market. Any excess gold from the sale of the reputation token is lost. This exchange can be done even if a hero cannot visit shops between quests.

Heroes may also spend one reputation token to hire an elven mercenary (if one is available to them) instead of paying their listed cost. See **Hiring Mercenaries** on page 11 for more.

Remember: Zargon should award the heroes one reputation token to share upon completing each quest.

Unarmed Combat

A hero with no weapons rolls one Attack die.
 A hero without armor rolls two Defend dice.



Assassin, an expert assailant who patiently waits for the moment to strike.

Page 8

Disguises

A hero may go disguised by taking a disguise token (no action required) at the start of quests that allow it. Heroes must keep a low profile to be considered disguised, avoiding large weapons and loud magic. Disguised heroes must always adhere to the following criteria, or else lose their disguise:

- Attack unarmed or with a dagger, shortsword, handaxe, or staff.
- Refrain from casting spells.
- Wear no armor other than bracers and helmets.
- Possess a disguise token.

A hero retains their prohibited equipment, but it cannot be used while they are disguised.

A player with a disguise token must surrender it if they ever break the rules of use. A hero remains disguised as long as they do not use prohibited equipment or cast spells. At any time on their turn, they may surrender their disguise token and disguise (no action required).

Note: For the purposes of disguises, artifacts are treated as the item they represent. For example, Borin's Armor counts as plate mail and is prohibited, but a Wizard's Cloak is not armor, and may be used when a hero is disguised.

Alchemy Cards

A collection of powerful magical consumables for

heroes to obtain as they adventure. Some of the potions within the deck are available for purchase, while other powerful elixirs may only be found or crafted. Keep this deck within reach of all players.

Craft Potions

Between quests or while adjacent to an Alchemist's Bench, the Wizard may transform a reagent into one of the potions listed on that reagent card (some reagents can be made into different kinds of potions, or more than one potion). Using a Reagent Kit allows any hero adjacent to an Alchemist's Bench to craft potions from reagents. The Wizard does **not** need a Reagent Kit to craft potions.

After crafting, the hero records that potion on their character sheet. Once the potion has been made, the reagent has been used up and may not be used again; do not return the card to the deck until the end of the quest.

Random Potions

When a hero is prompted to take a random potion, Zargon shuffles the alchemy deck and the hero draws one card from that deck. That hero records the potion on their character sheet and returns the card to the alchemy deck.



Page 9

Drinking a Potion

A hero may drink a potion at any time, no action required. There is no limit to how many potions a hero may have in effect at a given time unless specified on that potion's card. A potion's effect and how long those effects last are listed on the card. On their turn, a hero may pass one of their potions to another hero if the two heroes are adjacent and neither hero is adjacent to a monster, no action required. When a hero uses a potion, they cross that potion off their character sheet.

If a hero's Body Points are reduced to 0, they may immediately drink a potion that restores 1 or more Body Points.

Note: In this quest pack, heroes may obtain a *Potion of Unforeseeable Fate*, which prompts them to draw and activate one random card from the alchemy deck. If a hero's Body Points are reduced to 0, they may immediately drink a *Potion of Unforeseeable Fate* in an attempt to draw and activate a potion that restores Body Points.

Elven Mercenaries

In this quest pack, mercenaries are loyal soldiers of Elethorn that have been driven into hiding. These mercenaries become available for hire as the quests progress – the heroes must find them before they can be hired. Follow the quest notes to know when a mercenary may be unlocked; when that happens, the heroes choose one from among the four elven mercenaries included in this quest pack (Striker, Glaive, Arbalist, or Scout) to unlock. See **Hiring Mercenaries** on page 11.

Zargon, study this book carefully! Know that even though its instructions are designed to guide the players through these adventures, they may not answer every question you have during play. When in doubt, use your experience and imagination to make the best choice. Remember that you are the ultimate authority in your HeroQuest world!

Elven Mercenaries

Mercenary		Cost Per Quest (Gold Coins)	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Striker		100	5	4	5	2	2
Glaive		75	6	3	3	2	2
Arbalist		75	6	3	3	2	2
Scout		50	9	2	3	2	2

- The Arbalist wields a crossbow. When adjacent to a foe, they attack with a broadsword.
- The Glaive wields a polearm, which enables them to attack diagonally.
- The Scout has the Dwarf's ability to detect and disarm traps.
- Mercenaries cannot search for traps or treasure, with the exception of the Scout, who can find and disarm traps as a Dwarf can.
- Mercenaries are always disguised, regardless of what weapons and armor they use.

Hiring Mercenaries

Once a mercenary has been unlocked, a hero may hire that mercenary between quests by paying the gold coin cost listed on the chart above and the mercenary's card. More than one of the same type of mercenary cannot be hired for the same quest. The mercenary will move and act on the designated hero's turn until the quest ends or the mercenary dies. Heroes may retain that mercenary's aid in following quests by paying half the mercenary's cost (rounded down) per quest. If a mercenary dies, they may be hired again for a future quest. Their gold coin cost resets to the full listed amount.

Alternatively, a hero may spend one reputation token to hire a mercenary instead of paying the listed cost. That mercenary remains with the hero until the mercenary dies or is dismissed. A mercenary hired with a reputation token will remain with the hero in following quests, no payment required.

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A Message from Mentor

"The Princess Millandriell has been safely returned to Queen Terrellia and her people, but despite the festivities, I fear a great evil still simmers in Elethorn. A contingent of Guardian Knights, loyal swords of the realm, had been sent to aid Queen Terrellia and bring to light the shadowy forces working to destroy Elethorn, but our communication with them suddenly ceased. I initially believed it was due to the princess's return, but I have come to discover that the Mirror Gates that once connected Elethorn have been tampered with, preventing travel and communication with the kingdom. In our last correspondence, the knights disclosed that they were following the trail of the traitorous Guardian Knight, Sir Ragnar, who has allied with Zargon's agents in Elethorn.

We now approach the Night of the Dread Moon, an astrological event that happens once every thousand years. The Dread Moon bolsters the dark influence of Dread magic in these enchanted lands. Unfortunately, the pages of Loretoome offer little guidance, as the shimmering runes shift with Elethorn's uncertain fate. It will require time we do not have to decipher their meaning.


Heroes, you must unravel the civil unrest plaguing the elven kingdom, and if Loretoome and my intuition are correct, your presence will not be accepted kindly. See what Queen Terrellia and the Guardian Knights cannot see. Stop the forces of Dread from destroying the kingdom of Elethorn. As the Night of the Dread Moon draws near, Dread magic clouds my power. Guard yourselves, heroes, and remember well that even the darkest of nights must yield to the rising sun."


Mentor





Quest Map Guide

The quest map symbols are color-coded to help you guide the heroes through these quests. Here's what the various map symbol colors mean.

 This color is used to highlight traps and mysteries that the heroes detect by searching.

 This color is used to highlight traps and other hazards that the heroes can neither see nor detect by searching.

 This color is used to highlight the monster symbols.

 This color is used to highlight strangers with unknown motives; they could be friend or foe.

In each quest, notes prefaced with a capital letter correspond to a matching letter location on the quest map.



Dread Cultist



Assassin



Elven Warrior



Elven Archer



Magus Guard



Dread Wraith



Specter



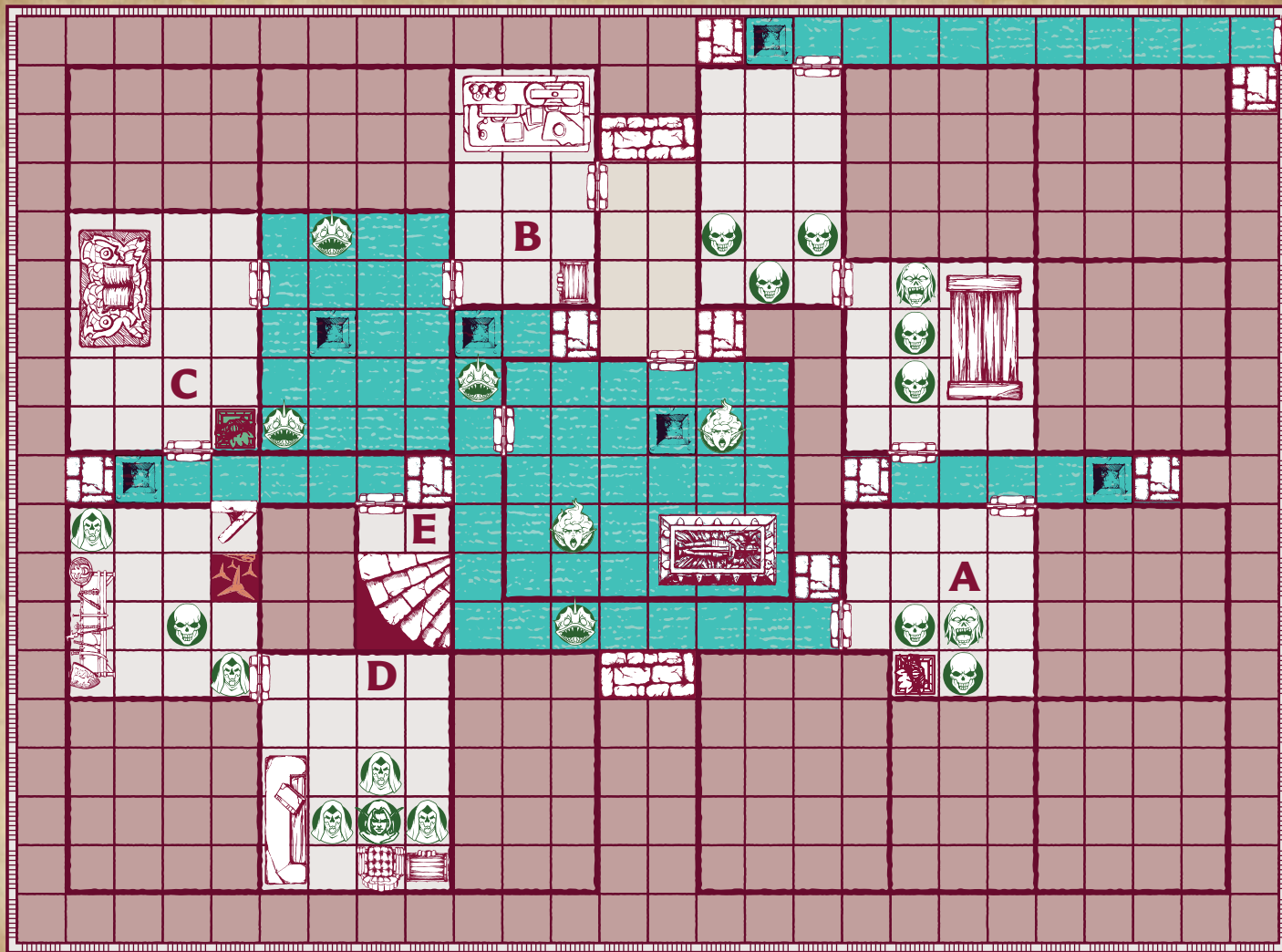
Sir Ragnar



Stranger

*Italicized terms in the quest notes reference items with corresponding cards found in this quest pack. (Examples: *Raven's Talon*, *smoke bomb*, *caltrops*.)*

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At the beginning of each quest, read aloud the parchment text. The quest notes that follow the message are for Zargon's eyes only!

QUEST 1

Ancient Waterways Within

"When Elethorn's sentries coldly turned you away from the city gates, I feared our quest was already at an end! Thank the stars for the mysterious stranger who appeared in our time of need to whisper a tale of twisting tunnels beneath our feet—a forgotten

entrance into the elven kingdom. Once in the city, the stranger advised you to seek out the aid of the Cadre of the Raven's Veil. You must go forth and find the stairway exit hidden in this dark labyrinth of underground waterways."

NOTES

Waterways are marked blue on the map. Heroes cannot search for traps in waterways and rolling doubles on the red movement dice while in a waterway will cause a hero to fall and potentially be dragged into one of the pit trap drains. The pit traps in waterways cannot be disarmed but are obvious hazards that heroes can see without having to search.

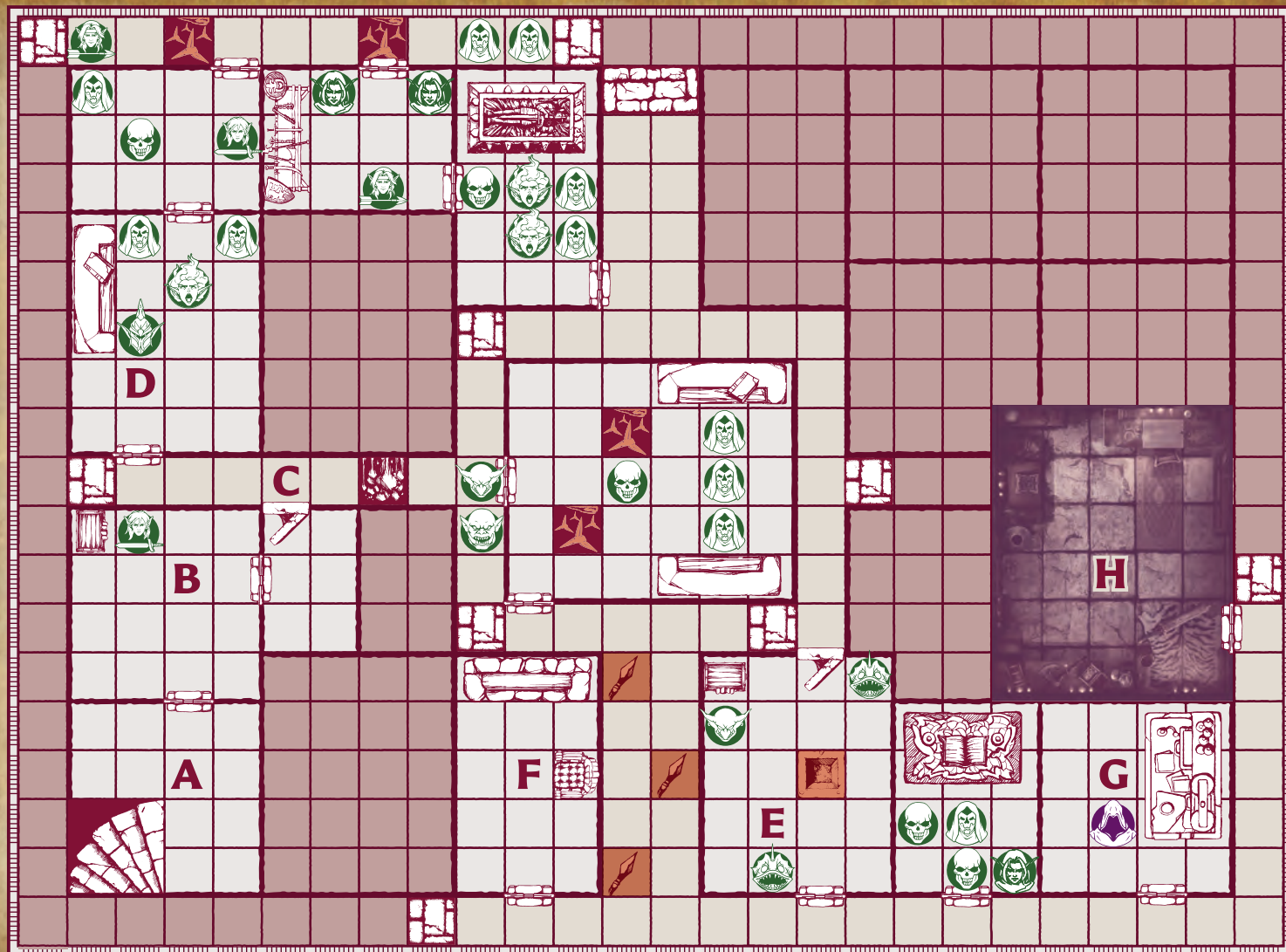
Pit Trap Drain: If a hero rolls doubles on the red dice for movement while in a waterway, they are unable to take their movement and are instead dragged toward the nearest pit trap by one space per the number listed on one die (on double 3s, they are dragged three spaces; on double 5s, they are dragged five spaces, and so on). A hero can be dragged through spaces occupied by monsters and other heroes but cannot end their turn on them. If a hero's dragged movement would end on an occupied space, that movement instead ends the space before. If a hero is fully dragged onto the pit trap square, they stumble into the pit and the usual effects of a pit trap take place.

- A. A great battle took place in this room. Piles of bones and broken weapons surround the shattered remains of a once pristine statue. The first hero to search for treasure finds one golden battle axe amongst the debris. The weapon once rested in the hands of the statue, and while the gold is imitation, the axe is very real.
- B. The chest contains one *Potion of Unforeseeable Fate* and one *Swift Wind spell scroll*.
- C. This room is unusually dry and clean. The first hero who searches for traps in this room discovers a small plaque on the statue that reads, "*The winds of Elethorn are sweet bygones.*" If the door adjacent to the statue is opened, replace the statue with a Gargoyle that springs to life and immediately attacks unless a hero previously cast an Air spell in this room.
- D. This chest contains 500 gold coins, two *smoke bombs*, and one set of fine bracers.
- E. This is the exit of the quest.

Heroes may not visit any shops after this quest.



Wandering Monster in this Quest: Abomination



QUEST 2 A Smuggler's Run

"Heroes, you have discovered Elethorn's rumored underground city. These ancient subterranean ruins are now a hive of outlaw traders and recent refugees, supplying the weakened citizens above as stringent rationing and curfews grip Elethorn's capital. You

must rest, resupply, and gather information while searching for a way into the city above. There is a hideout within this sunken city where you may recover your strength. Find it, swiftly!"

NOTES

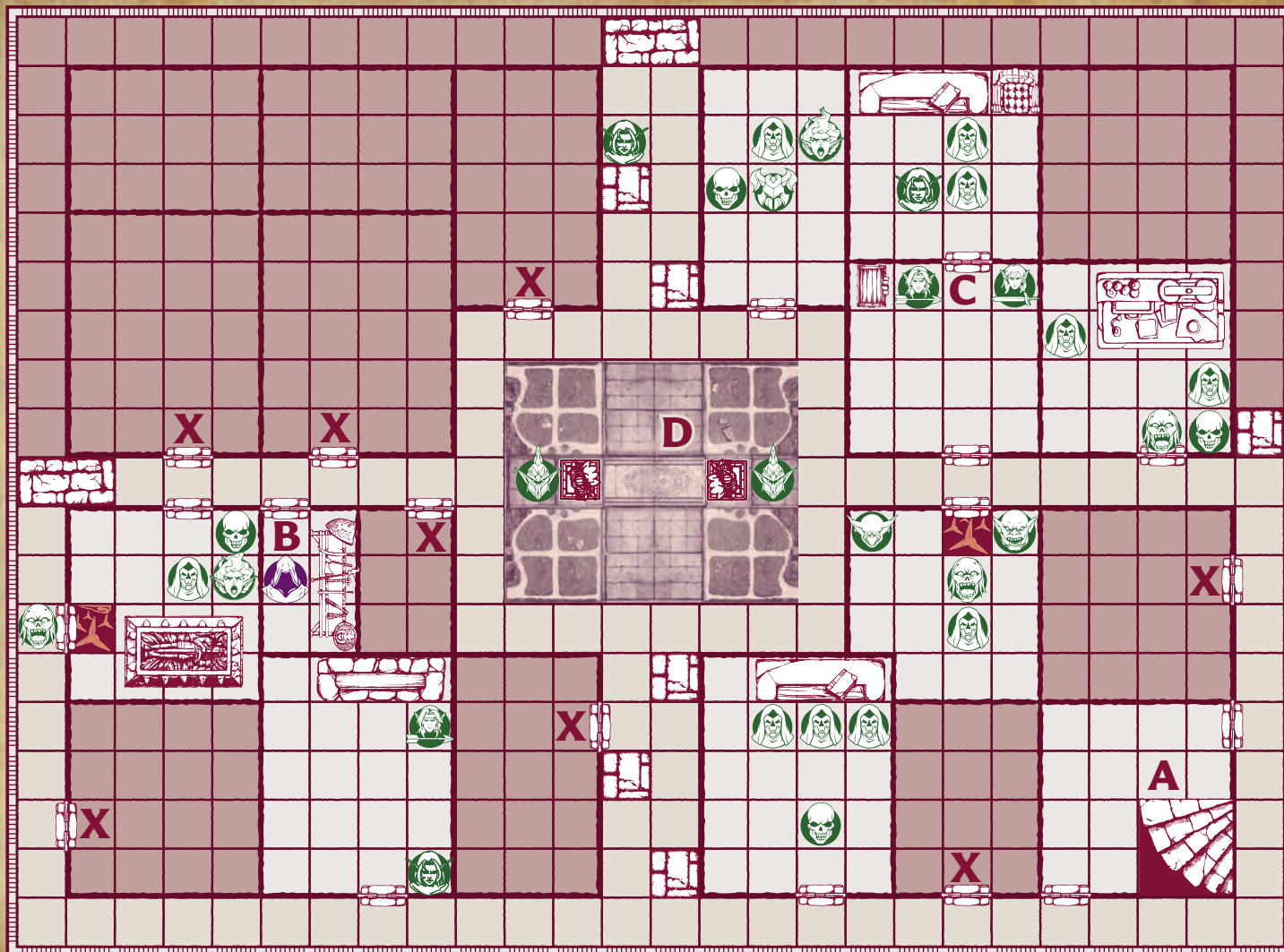
Drawing a Wandering Monster card will turn up a Thief who steals 25 gold coins from the hero who drew the card, unless that hero is disguised. If the hero is disguised, nothing happens.

- A. The heroes start in this room. Hiding here is a sympathetic citizen who encourages the heroes to hide their identities for strategic advantage. If they wish, each hero may take a disguise token and continue the quest disguised. See **Disguises** on page 9.
- B. The Elven Warrior ignores disguised heroes and remains inactive unless an undisguised hero enters their line of sight or they are attacked. Remove an inactive Elven Warrior from the map if a disguised hero is ever adjacent to them (no action required) as that hero delivers a swift and silent strike. The first hero to search for treasure here finds 100 gold coins, two *smoke bombs*, one *Potion of Healing*, and one *helmet* crafted to look like a snarling bear.
- C. The Goblin here ignores disguised heroes. If an undisguised hero enters the Goblin's line of sight, activate the falling block trap immediately. Remove the Goblin from the map if a disguised hero is ever adjacent to them (no action required).

- D. If a disguised hero opens this door, the Magus Guard growls, "Leave" and gives them the opportunity to immediately retreat, closing the door behind them. If they don't leave, or if the hero is undisguised, then the Magus Guard attacks.
- E. The chest contains 200 gold coins and a key to the hideout at H.
- F. This room holds refugees from the city. An old elven minstrel who has seen better days pleads "If you can spare 200 gold coins, I'll sing tales of your generosity." If the heroes pay, they receive one reputation token and may choose one elven mercenary to unlock for hire on future quests. See **Hiring Mercenaries** on page 11.
- G. A long-time ally of Mentor, Zerese, has set up shop here, allowing the heroes immediate access to the Underground Market. Zerese shares the location of the hideout with the heroes. She once had a key, but it was stolen from her. If searched for treasure, this room has nothing to discover. See the **Underground Market** on page 2.
- H. This is the hideout. The heroes can only enter it if they've obtained the key from room E. The quest ends when all heroes enter the hideout. See **Hideouts** on page 7.



Wandering Monster in this Quest: Thief



QUEST 3

Dread in the Downpour

“Rain falls around you as you emerge from the depths of the underground city. The dark streets of Elethorn are eerily silent. You must find loyal citizens to guide you to the Cadre of the Raven’s Veil, as our mysterious benefactor suggested. But

heroes, take care! The Queen’s enemies are aware of your presence. Too many questions will land you in prison or at the mercy of Elethorn’s corrupted Magus Guards.”

NOTES

In this quest, heroes must seek out information behind certain doors marked **X** on the quest map. When a hero attempts to open a door marked **X**, tell the hero that the door is locked, and they instead knock on it to question the Elethorn citizen hiding inside (no action required). When they do so, they roll one combat die. Each skull rolled counts as a success, and the heroes glean information about the mysterious Cadre of the Raven’s Veil. Any other roll result is a failure; they learn no information. After the combat die is rolled, the door is removed from the board. When the heroes accumulate three successes, the next **X** door they knock on will be the correct door. If all **X** doors but one have been knocked on, the last **X** door will automatically be the correct one. When the correct door is knocked on, the door opens and the quest ends.

A. If they wish, each hero may take a disguise token and begin the quest disguised. Heroes begin the quest on the stairway. The doors in the room are already open.

- B.** This is the home of a friend of the Elf. The retired veteran here can be persuaded to return to battle. If they spend one reputation token, the heroes may choose one elven mercenary to unlock for hire on future quests.
- C.** The enemies here seem unnerved. If the heroes spend one reputation token to intimidate them, the enemies lay down their arms and flee (remove them from the board). The people behind door **C** can then be questioned. If the heroes choose not to spend a reputation token, door **C** will open (revealing more enemies), and play continues. The first hero to search this room will discover 200 gold coins, one *smoke bomb*, one polished longsword, one crossbow and two random potions.
- D.** Remove each inactive enemy in the plaza from the board if a disguised hero is ever adjacent to them (no action required) as that hero stealthily cuts them down.

Heroes may not visit any shops after this quest.



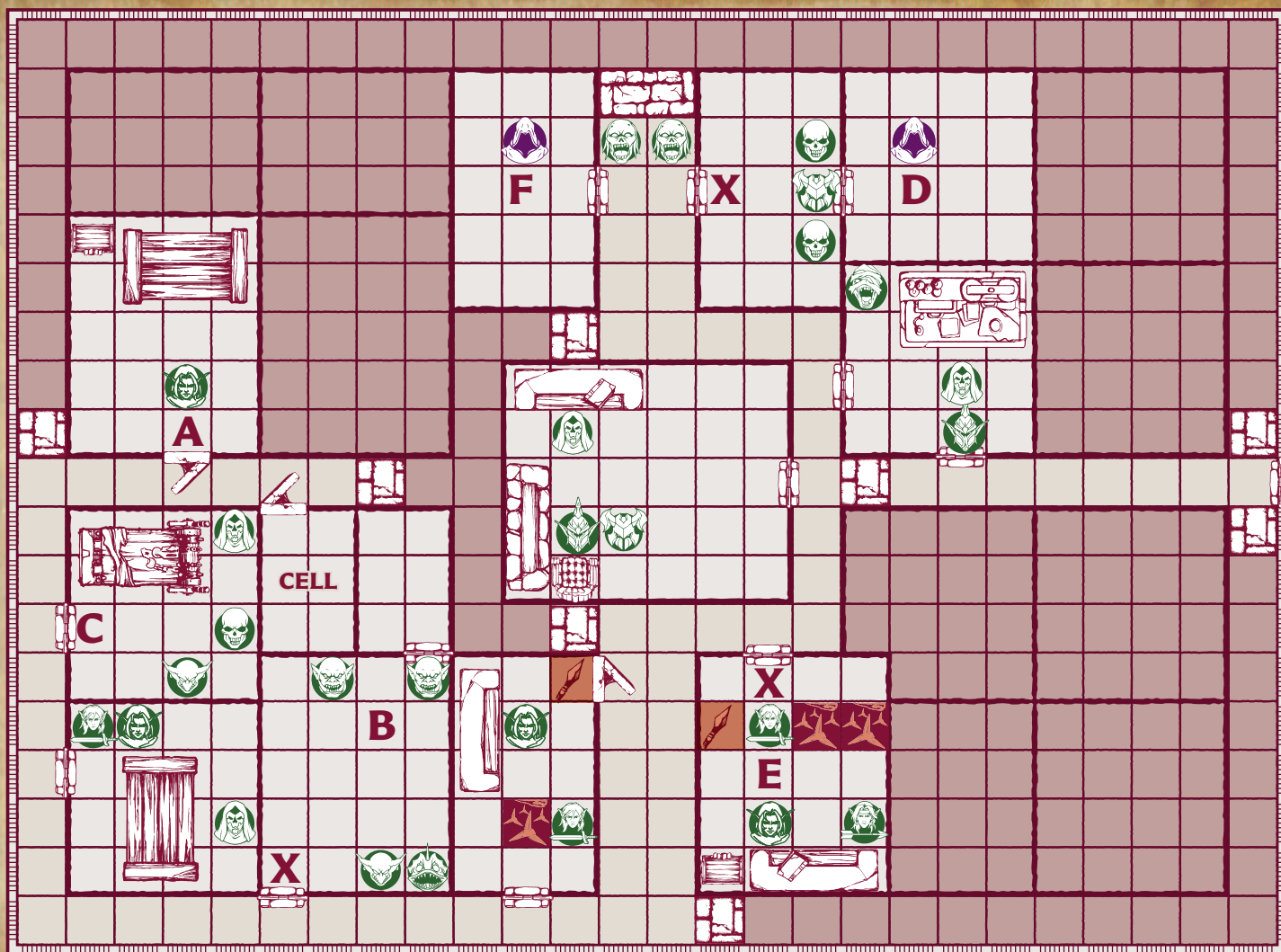
or



Wandering Monster in this Quest:

If the hero is disguised, Specter

If the hero is not disguised, Magus Guard



QUEST 4

New Friends in Low Places

"At last, you've located a haunt of the Cadre of the Raven's Veil. As you weave your way through a labyrinth of narrow alleys, you come upon the harrowing scene of a Magus Guard patrol harassing an older elven citizen you recognize as one who gave you information. You step forward, sacrificing yourselves to protect this innocent. The heavy iron

shackles chafe against your wrists as you're taken to Elethorn's dungeon. As you await your fate, you catch a glimpse of the stranger who helped you into the city. They toss a key into your cell before vanishing into the shadows. Be swift. Liberate as many of the wrongfully imprisoned as possible and escape."

NOTES

Heroes begin in the room marked "CELL." The secret door is open. All their equipment and valuables have been confiscated. All **X** doors are locked. Each Magus Guard and Dread Cultist carries a key ring that can be taken off them once they are defeated. Each key ring can be used once to unlock a door marked with **X**.

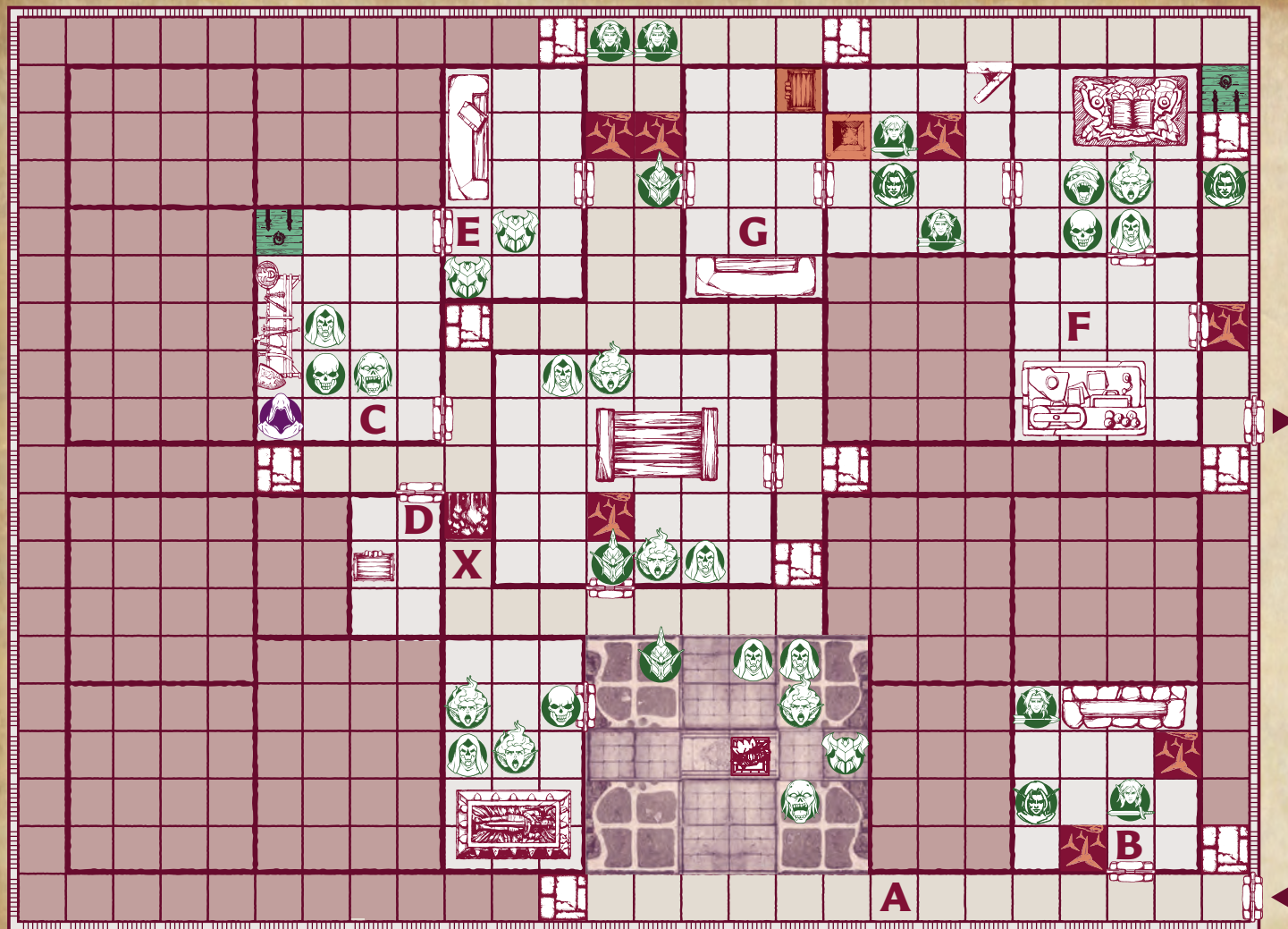
- A.** The door to this room is open. When the jailer is revealed, ask the heroes if they wish to spend one reputation token. If they do, the jailer leaves (remove them from the map). If the heroes do not spend a token, the jailer sounds an alarm, door **C** opens (revealing more enemies), and play continues. Each hero may search this room to retrieve all their confiscated equipment and valuables.
- B.** The doors inside this room are locked. If a hero searches for secret doors, they find a lever. Ask the hero if they wish to pull it. If they do so, the locked doors swing open and the captives unjustly imprisoned for standing up to Zargon's agents are freed. Award the heroes one reputation token.

- C.** The tattered remains of a cloak hang from the rack. It bears the insignia of the Order of the Guardian Knights.
- D.** A prisoner with a grudge against Sir Ragnar is in this cell. The heroes may choose one elven mercenary to unlock for hire on future quests.
- E.** The first hero to search the storeroom for treasure finds 800 gold coins, two random potions, one vial of Holy Water, and one set of *caltrops*.
- F.** This cell has a gravely wounded elf. If the heroes spend one reputation token, he presses a star-shaped amulet into the hands the heroes before passing away. (The amulet can be used in the next quest; do not relay this to the heroes).

Heroes may not visit any shops after this quest.



Wandering Monster in this Quest: Magus Guard



QUEST 5

Pandemonium in the Streets

"After escaping the dungeon, you continue your way to the Cadre of the Raven's Veil. Whispers follow in your wake as Zargon's agents twist tales of your heroism into rumors of insurrection! Have we been duped into turning this civil war's bloody tide? You hear the

barking of the Magus Guards, doubtless trying to find you and send you back to your cold prison cells. One of these doors must conceal allies who can hide you from their patrols. Find them, quickly!"

NOTES

If they wish, each hero may take a disguise token and begin the quest disguised.

- A.** This is the start of the quest. Passing over **A** without being disguised will cause the falling stone block marked **X** to block the path.
- B.** The elves here want proof of the heroes' allegiance. The heroes may spend one reputation token to prove their merit. If they do, the elves tell them about a friend in trouble. Place the door by the **C** on the board to indicate where. The elves will then distract the patrols in the plaza as they exit. Remove the enemies here and do not place the Dread Warrior and Magus Guard when the plaza is revealed. Otherwise, play proceeds as normal and the enemies will attack when it reaches Zargon's turn.
- C.** If entered from room **E**, no monsters are placed. Read aloud "*The shop is in shambles and appears to have been this way for quite some time.*" Otherwise, the heroes find the home of a merchant, and see the merchant being attacked. The merchant has 2 Body

Points and rolls 2 Defend dice. Protecting the merchant from the monsters in the room earns the heroes 400 gold coins and the location of a trap door that will help expedite their escape. The trap door cannot be found in this room otherwise.

- D.** The door has an oddly shaped lock. Only the star-shaped amulet from the previous quest will open it. The chest contains 700 gold coins and two *Potions of Healing*.
- E.** The door marked **E** is barricaded. Should the heroes wish to break the barricade and open the door, they may. If they do, place an open door.
- F.** The first hero who searches for treasure in this room finds two random potions sitting on the Alchemist's Bench.
- G.** If the chest is not disarmed before it is opened, a poison needle springs out and deals 3 Body Points of damage to the hero that opens the chest. The chest contains 400 gold coins and one *Potion of Unforeseeable Fate*.



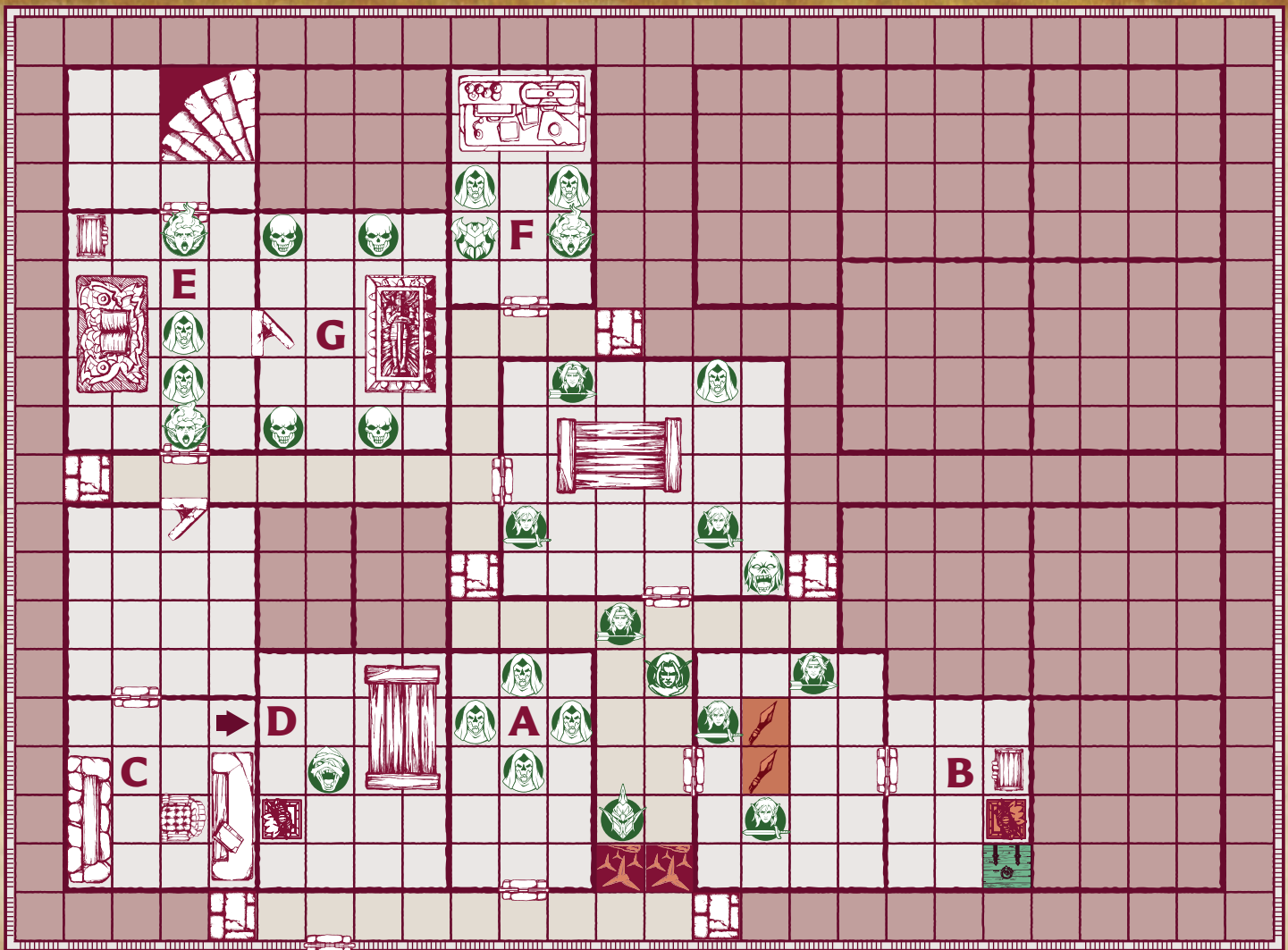
or



Wandering Monster in this Quest:

If the hero is disguised, Specter

If the hero is not disguised, Magus Guard



QUEST 6

The Tunnels of a Secret Cadre

"The mysterious stranger who has been aiding you on these perilous undertakings reveals himself to be Ithraeon, an advisor to Queen Terrellia and member of the Cadre of the Raven's Veil, a secret order dedicated to protecting the royal family of Elethorn. Ithraeon informs you that the Temple of the Moon holds many of

Elethorn's historical relics, including the sacred Lunar Charms which I foresee will be of great importance in our coming trials. Zargon's agents have barricaded the temple in anticipation of the impending Dread Moon. You must find another entrance to the temple, located amidst these ancient halls."

NOTES

Ithraeon entrusts the heroes with a single Lunar Charm.

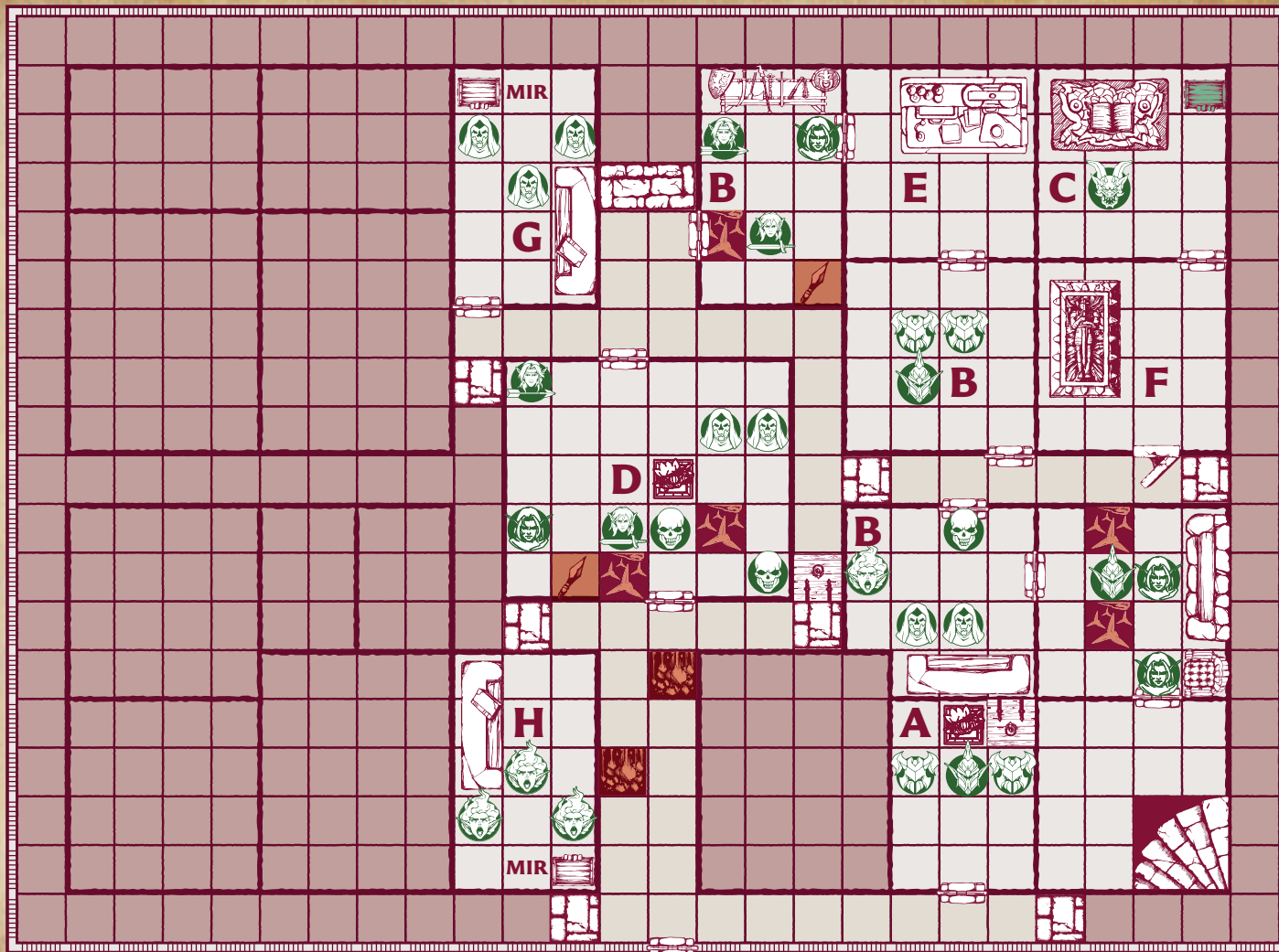
The heroes may spend one reputation token to convince Ithraeon to share a clue that he has been unable to unravel: *"The gaze of the Queen can pass through stone to see what she wants to find, but only with the blessings of the moon."* Heroes must reach the stairway to end this quest.

- A.** The Dread Cultists here stand in a summoning circle. At the start of Zargon's turn, if there are at least two Dread Cultists remaining, place two Specters in the room.
- B.** If traps are not searched for and disarmed before the chest is opened, the statue fires an arrow at the hero opening the chest, dealing 3 Body Points of damage. The chest contains one worn but well-crafted shield and one Lunar Charm.
- C.** If a hero searches for secret doors in this room, read aloud: *"The portrait of the Queen on the mantle looks to the wall next to the bookcase."*

- D.** This room is only accessible by using the Pass Through Rock spell where the arrow is. The mummy will crumble to dust if a hero enters the room with a Lunar Charm. The first hero to search the room finds the *Cloak of Shadows* draped over the shoulders of the statue. If secret doors are searched for, the statue revolves to reveal a hidden exit. Move the statue to an available adjacent space and place the trapdoor in its stead. Place the connecting trapdoor at **B**.
- E.** This chest contains 500 gold coins and one *Pass Through Rock* spell scroll.
- F.** The first hero to search for treasure will find two random potions.
- G.** Each of these elven Skeletons may use the spell *Fire of Wrath* once. The first hero that searches for treasure finds the *Raven's Talon* resting on the tomb, wrapped in silk cloth. If the blade is taken, two Specters appear and immediately attack.



Wandering Monster in this Quest: Specter



QUEST 7 Elven Temple of the Moon

"The Temple of the Moon is in shambles. It is unclear who—or what—caused this desecration. Myriad ransacked shrines and crumbling statues reek of arsonist's smoke. The structures that once proudly

represented elven culture and knowledge are in ruins and foul Dread magic yet lingers within the temple. Heroes, you must collect as many Lunar Charms as you are able and abscond before Zargon's horde arrives!"

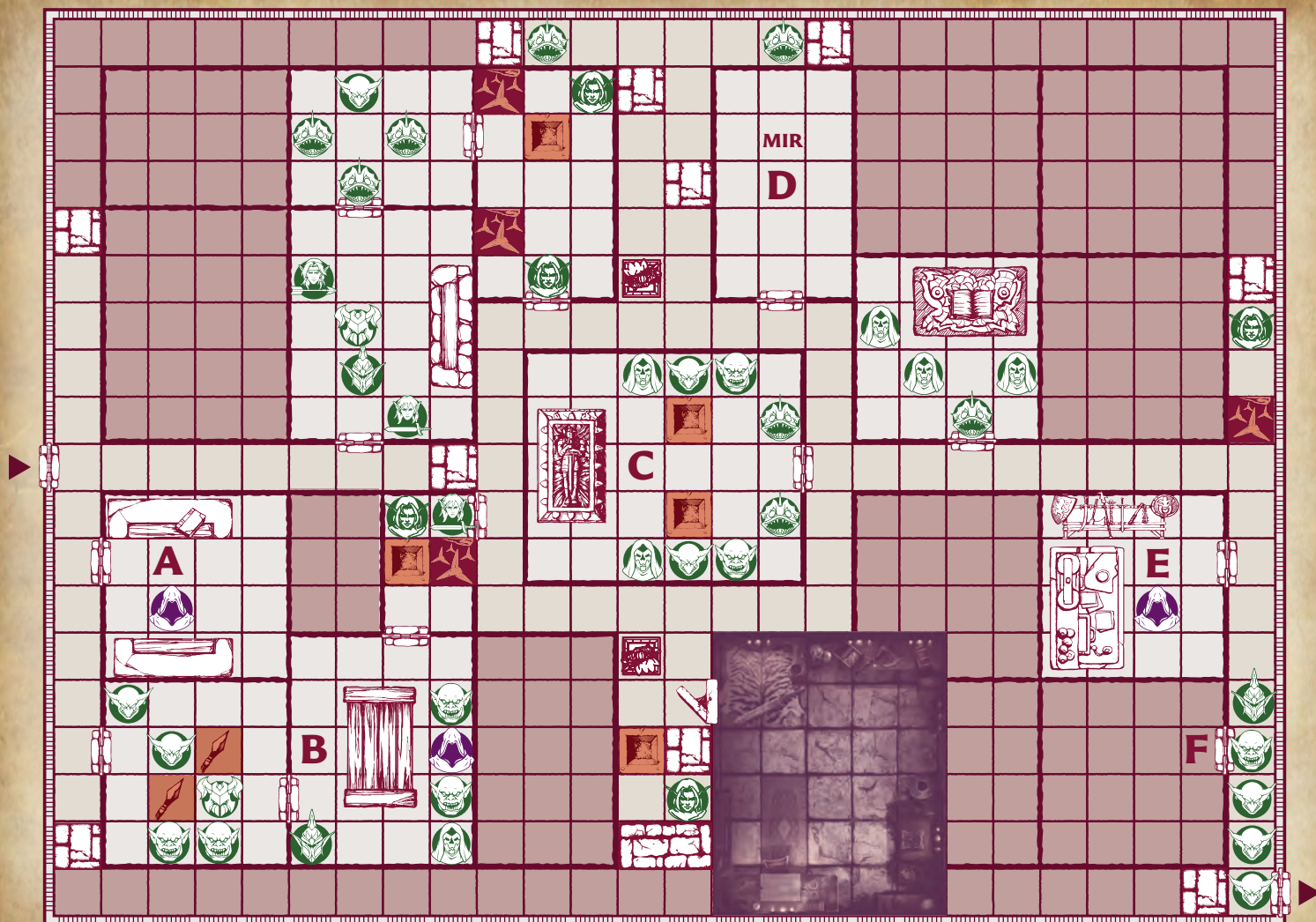
NOTES

Dread Moon empowerment—monsters in this quest roll one additional Attack die. Heroes must reach the stairway to end this quest.

- A.** This chamber is full of broken marble statues. The only intact statue remaining is that of an elven warrior on bent knee. The first hero to search for treasure will find one Lunar Charm on that statue.
- B.** The first hero to search for treasure in these rooms could find a Lunar Charm. They draw a card from the treasure deck. If they draw a hazard, resolve that card's effects, then give the hero one Lunar Charm. If they draw a Wandering Monster, place an Assassin on the board as normal. If this monster is defeated, give the hero one Lunar Charm. If they draw treasure, the hero keeps that treasure and is also given one Lunar Charm.
- C.** This chest bears a moon sigil and contains the *Scales of Elethorn*. If a hero opens it without wearing a Lunar Charm, they lose 2 Body Points. This trap cannot be detected or disarmed.
- D.** The first time each hero without a Lunar Charm enters the room, the statue here casts the Dread spell Fear on them.
- E.** The first hero to search for treasure will find one Lunar Charm and one random potion.
- F.** The only light in this dark room comes from the crack of a door on the far wall. The first time any hero without a Lunar Charm enters the room, they roll one red die. On a roll of 1-4, they lose 1 Body Point. On a roll of 5-6, they are safe. The first hero to search for treasure will find one Lunar Charm and one random potion.
- G.** The Mirror Gates lead to a lesser Realm of Reflection (**H**). A hero must wear a Lunar Charm to pass through the Mirror Gates. If a hero passes through the Mirror Gates, the Specters become able to move freely through the Mirror Gates. The first hero to search for treasure will find on the bookcase a ghostly illusion of a luminous vessel that suddenly vanishes. The chest is empty.
- H.** This room is the lesser Realm of Reflection, only reachable by the Mirror Gates at **G**. The bookcase holds one random potion and the artifact *Phoenix Ash*.



Wandering Monster in this Quest: Assassin



QUEST 8 Voices From Beyond

"With Lunar Charms in hand, you return to the underground city. Elethorn's civil war rages through the streets above and below, worsened by the Dread magic that emanates from the Mirror Gates and animates the bodies of fallen Dread enemies. Ithraeon informs you that the Dread magic is being pulled from the Realm

of Reflection into the Mirror Gates of the royal palace, creating unstable portals between our two realms. This insidious ritual must be stopped. Defeat Zargon's forces, save the refugees of the underground city, and find a path to the royal palace before all is lost!"

NOTES

In this quest, Dread magic animates the dead. The first time each non-Zombie monster is killed, roll one combat die. If a black shield is rolled, replace the monster with a Zombie. On any other roll result, the monster is killed as normal.

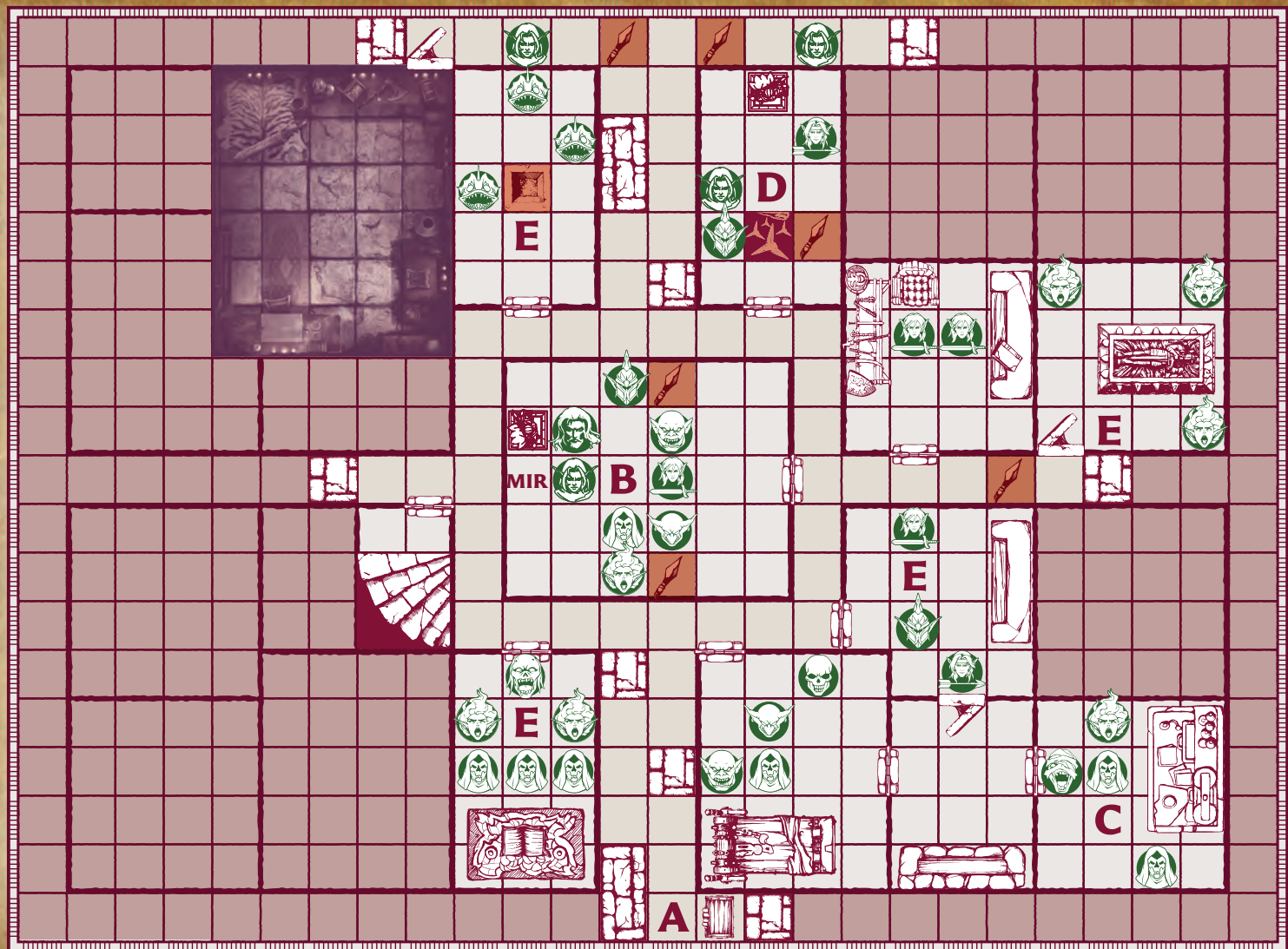
- A. A hooded stranger bathed in ghostly light awaits the heroes in this room amidst a collection of oddities. They will purchase reputation tokens for 200 gold coins each and disappear after purchase. If attacked, they immediately disappear.
- B. An Elethorn soldier loyal to the Queen steps forward, prepared to fight for their kingdom with all they have. The heroes choose one elven mercenary to unlock. Place that mercenary on the board to battle Zargon's forces. Monsters attack the mercenary first if possible. If all the monsters in this room are defeated before the mercenary is killed, then the mercenary will join the heroes for the remainder of the quest, until they are killed or dismissed.
- C. After the monsters are defeated, ghostly light fills the room and the hooded stranger emerges from behind the tomb. They gift the heroes the *Dawnshield*, then wordlessly vanish.

- D. This room contains a screaming rift into the Realm of Reflection. Ask the hero that opens the door to roll one red die and add their current Mind Points to the roll result:
 - 1-4 = Three Specters emerge from the rift and attack.
 - 5-6 = The hero sees a terrifying image of the Dread Realm in the rift and loses 1 Mind Point.
 - Over 6 = The hero resists the effects and is unharmed. The rift then closes.
- E. The travelling merchant Zereze is here, allowing the heroes a final chance to visit the Underground Market.
- F. Monsters are trying to break through this door to get at the people escaping on the other side. The door has 2 Body Points and rolls 3 Defend dice. Defeating all the monsters before they can destroy the door will earn the heroes one reputation token.

Heroes may not visit any shops after this quest.



Wandering Monster in this Quest: Dread Warrior



QUEST 9

The Royal Palace Awaits

"The gleaming marble sculptures and manicured gardens of the royal palace starkly contrast with the kingdom ravaged by discord. The Dread Moon rises in the night sky, casting an eerie light over the brutal scenes of civil unrest. Brave Queen Terrellia has attempted to seal off the Mirror Gates to the arcane tower to prevent more

Dread magic from pouring into Elethorn, effectively trapping herself in the tower. Heroes, you have precious little time. The treacherous Sir Ragnar patrols the palace grounds with his lieutenants. You must defeat Sir Ragnar and find a way into the tower to save the Queen!"

NOTES

Dread Moon empowerment—monsters in this quest roll one additional Attack die. The heroes start on the spiral stairway.

- A. An Assassin has stashed their loot here. If a hero moves adjacent to the chest, reward them the following: 250 gold coins, two daggers, one set of *caltrops*, one *smoke bomb*, and two *Potions of Healing*.
- B. Sir Ragnar is in this room. Use the Dread Warrior miniature to represent him.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	5	5	4*	4

*The first time Sir Ragnar's Body Points are reduced to 0, they are instead reduced to 1.

When the heroes have defeated all the monsters in the room, Ithraeon arrives to take Sir Ragnar into custody. He tells the heroes

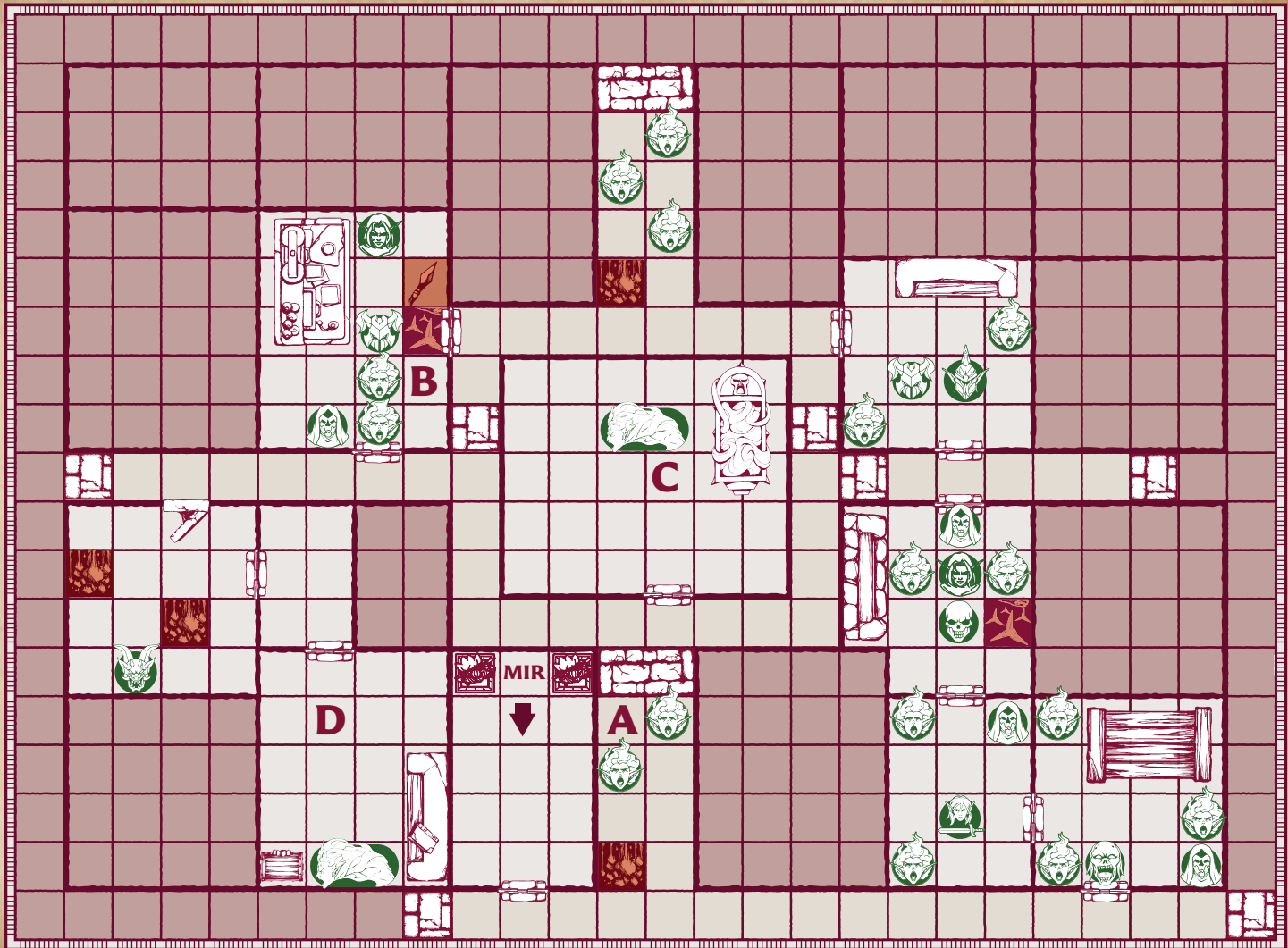
they need lunarium to pass through the Mirror Gates and enter the arcane tower and that a Lunar Charm can be transformed into lunarium at an Alchemist's Bench.

- C. As an action, any hero adjacent to the Alchemist's Bench can transform one Lunar Charm into lunarium. To pass through the Mirror Gates, a hero must coat themselves with one Lunar Charm's worth of lunarium. When all heroes have passed through the Mirror Gates, the quest ends.
- D. If a hero searches the room for treasure, replace the statue with a Gargoyle that springs to life and immediately attacks that hero.
- E. The first hero to search for treasure in these rooms finds one Lunar Charm.

Heroes may not visit shops, nor do they automatically restore all lost Body and Mind Points after this quest.



Wandering Monster in this Quest: Assassin



QUEST 10

Under the Dread Moon

“You exit the Mirror Gates and find yourselves at the top of the arcane tower, surrounded by a swirling network of esoteric energies. Dread incantations have been etched into the stone floor, designed to funnel Dread magic into Elethorn from the Realm of Reflection. The foundation of the tower shudders as the barrier between worlds strains

against the onslaught of Dread magic. The Queen is somewhere in this dark place, and the runes of Loreto me she is grave danger. Time is running out to stop the ritual that threatens to destroy not only Elethorn and its people, but all of reality!”

NOTES

Dread Moon empowerment—monsters in this quest roll one additional Attack die. The heroes begin the quest in the room with the Mirror Gates. Once Magrian is defeated, the quest ends.

- A. A flickering projection of Mentor shouts “Rescue the Queen!” before being torn from this reality.
- B. The first hero to search for treasure in this room finds two random potions sitting on the Alchemist’s Bench.
- C. Queen Terrellia is held in the Dread energies of the Arcane Prison here until Magrian’s defeat. Magrian has the following special ability in this room: On its turn, Magrian heals 1 Body Point as it draws energy from the Queen (no action required).
- D. The first hero to search the room finds 1,989 gold coins and three random potions.

Magrian, the Dread Wraith

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	6	4	5	5

Dread Wraith Magrian is ethereal and can cast each of the following Dread spells once per quest: Dreadlights, Channel Dread, Fear, and Summon Specters.

The first time the heroes encounter Magrian (in C or D), it is a mirror image and shatters into gleaming shards when defeated.

The second time the heroes encounter Magrian, the Dread Moon seeks to protect it. Zargon has the following special abilities and may use each ability once (no action required):

- Terror - Use at the start of any one hero’s turn. For the remainder of that hero’s turn, Magrian cannot be the target of spells or attacks.
- Consume Magic - Use immediately after a hero casts a spell on their turn. The spell is canceled. Magrian regains 2 Body Points.
- Reflection - Use immediately after Magrian receives damage. Choose a hero in Magrian’s line of sight; that hero takes the damage instead.
- Shift Reality - Use at the start of Zargon’s turn. Magrian casts one Dread spell it knows.



Wandering Monsters in this Quest: 2 Specters

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Conclusion

“Heroes, rejoice! You have rescued Queen Terrellia, exiled Magrian to the Realm of Reflection, and sealed the corrupted Mirror Gates, forever denying Zargon’s access to them. After Magrian’s defeat, I used my powers to expel you all from the arcane tower before it was drawn into the abyss, damning you to eternal torment in a realm ruled by pure Dread.

The Cadre of the Raven’s veil, a centuries-old secret order dedicated to the protection of the royal family, thanks you for your selfless deeds. Your heroic actions have forged an alliance between Elethorn and the realm that shall last for generations. Though the kingdom of Elethorn is no longer capable of utilizing the Mirror Gates and must rebuild anew, the Queen remarks that it is a trivial price to pay for the eradication of Zargon’s influence over the elven lands.

Members of the Order of the Guardian Knights have apprehended Sir Ragnar, whose treachery allowed Skullmar to flee Kalos. Sir Ragnar will face the king of the realm to answer for his crimes, and justice will at last be served. It is unfortunate that he shall never again raise his blade in defense of the realm; however, justice demands he stand trial for the breaking of his oath. The bloated form of the Dread Moon has begun to wane as night surrenders to the gleaming dawn.

Heroes! After an arduous journey rescuing Elethorn from the dastardly clutches of Zargon, you must now make the long journey home.”

Mentor



Treasure and Artifact Reference

Raven's Talon

The eyes of the raven glitter dangerously as you wield the blade.

Weapon—When using this dagger, roll 2 Attack dice. On your turn, you may reroll any 1 Attack die that lands on a black shield.

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The Cloak of Shadows

A dark mantle threaded with silk of the umbra.

As an action, you may use the power of this cloak to become insubstantial. On your next movement, you move as though the spells Pass Through Rock and Veil of Mist have been cast on you. This artifact may only be used once per quest.

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The Scales of Elethorn

Gleaming armor, crafted by the finest elven artisans.

Armor—This enchanted armor grants you 1 additional Defend die. When you attempt to resist the effects of a Dread spell while wearing this armor, roll an additional die.

This artifact may be combined with the Helmet, Shield, and/or Wizard's Cloak.

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Phoenix Ash

The last remains of the legendary phoenix.

You may use this artifact once per quest when any one hero is reduced to 0 Body Points to instead reduce them to 1. Immediately roll 1 red die; on a 5 or 6, this artifact is lost. On any other roll result, keep this artifact.

Use as a reagent to craft 5x Potions of Healing or 1x Elixir of Life.

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Dawnshield

A golden shield that shines with radiant light at the break of day.

Armor—This shield grants you 1 additional Defend die. Once per quest, before any one hero's Defend dice are rolled, you may use this shield's power to force the attacking monster to reroll all Attack dice.

This artifact may not be used with the Battle Axe or Staff. May not be used by the Wizard.

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Spell Scroll

Swift Wind—This spell may be cast on any one hero, including yourself. Its powerful burst of energy enables that hero to roll twice as many red dice as normal the next time they move.

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Spell Scroll

Pass through Rock—This spell may be cast on any one hero, including yourself. That hero may then move through walls on their next move. They may move through as many walls as their dice roll allows. Caution! There are shaded areas on each quest map that indicate solid rock. If a hero ends their move in one of these areas, they are trapped forever!

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Items in the quests with corresponding cards found in the HeroQuest Game System:

- Bracers
- Shield
- Crossbow
- Battle axe
- Longsword
- Holy Water
- Dagger

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Monsters

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Dread Cultist		7	2	2	1	2
Elven Archer*		6	4(1)*	2	3	2
Elven Warrior		6	4	3	3	2
Assassin		10	5	3	2	3
Magus Knight		8	4	4	3	3
Specter		8	3	3	1	0
Dread Wraith		9	6	4	5	5

Each Dread Cultist can cast each of the following Dread spells once per quest: *Dreadlights* and *Channel Dread*.

*Each Elven Archer rolls four Attack dice against non-adjacent targets, and one Attack die against adjacent targets.

Each Assassin can attack diagonally.

Each Magus Guard can cast each of the following Dread spells once per quest: *Ball of Flame* and *Tempest*.

Each Specter is undead, ethereal**, and can cast the following Dread spell at will: *Channel Dread*.

Each Dread Wraith is ethereal** and can cast each of the following Dread spells once per quest: *Dreadlights*, *Channel Dread*, *Fear*, and *Summon Specters*.

**Ethereal monsters may move through heroes, walls, and other solid objects. Ethereal monsters are unaffected by all traps, including caltrops placed by heroes. When heroes roll Attack dice against Ethereal monsters, they hit on on black shields (instead of skulls) with non-artifact, non-spell attacks.

The Monsters of Elethorn

Dread Cultist

Devotees of the forces of Dread. They have made their way into cities throughout the realm, and their collective incantations bring forth the presence of the most dire of foes.

Specter

Ghostly undead monsters to whom solid objects pose no barrier. They channel Dread energy to snuff the life from the living. Holy Water will destroy a specter as it does other mindless undead.

Assassin

Once skilled operatives of the Raven's Veil, the forces of Dread have corrupted their hearts and now they work in the shadows to undermine the strength of the realm. Assassins are known to set traps to immobilize and injure their prey.

Dread Wraith

Amongst the most powerful and feared monsters from the Dread realm, these

ancient evil elementals feed on fear and anger and can wield terrible Dread magic with terrifying ease. Mortal weapons have a hard time finding their mark against this foe.

Magus Guard

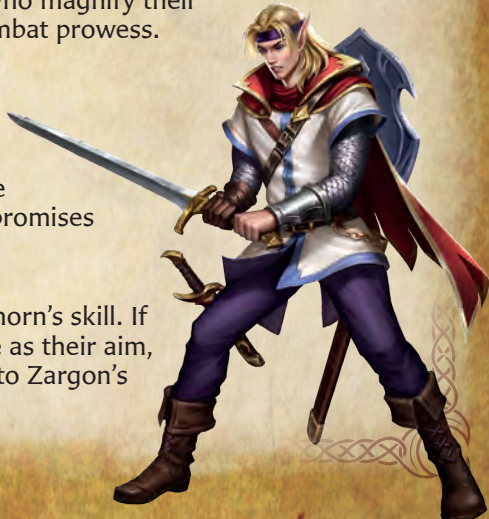
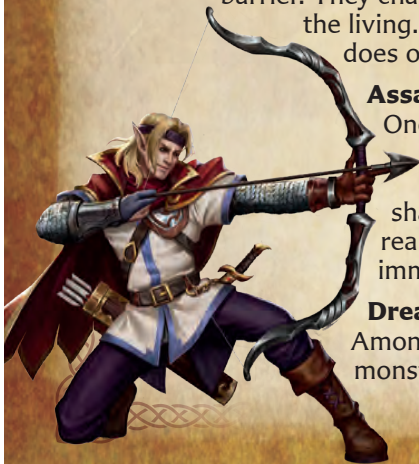
These warriors were once elite soldiers of Elethorn. They now serve the powers of Dread, who magnify their already potent magic and combat prowess.

Elf Warrior

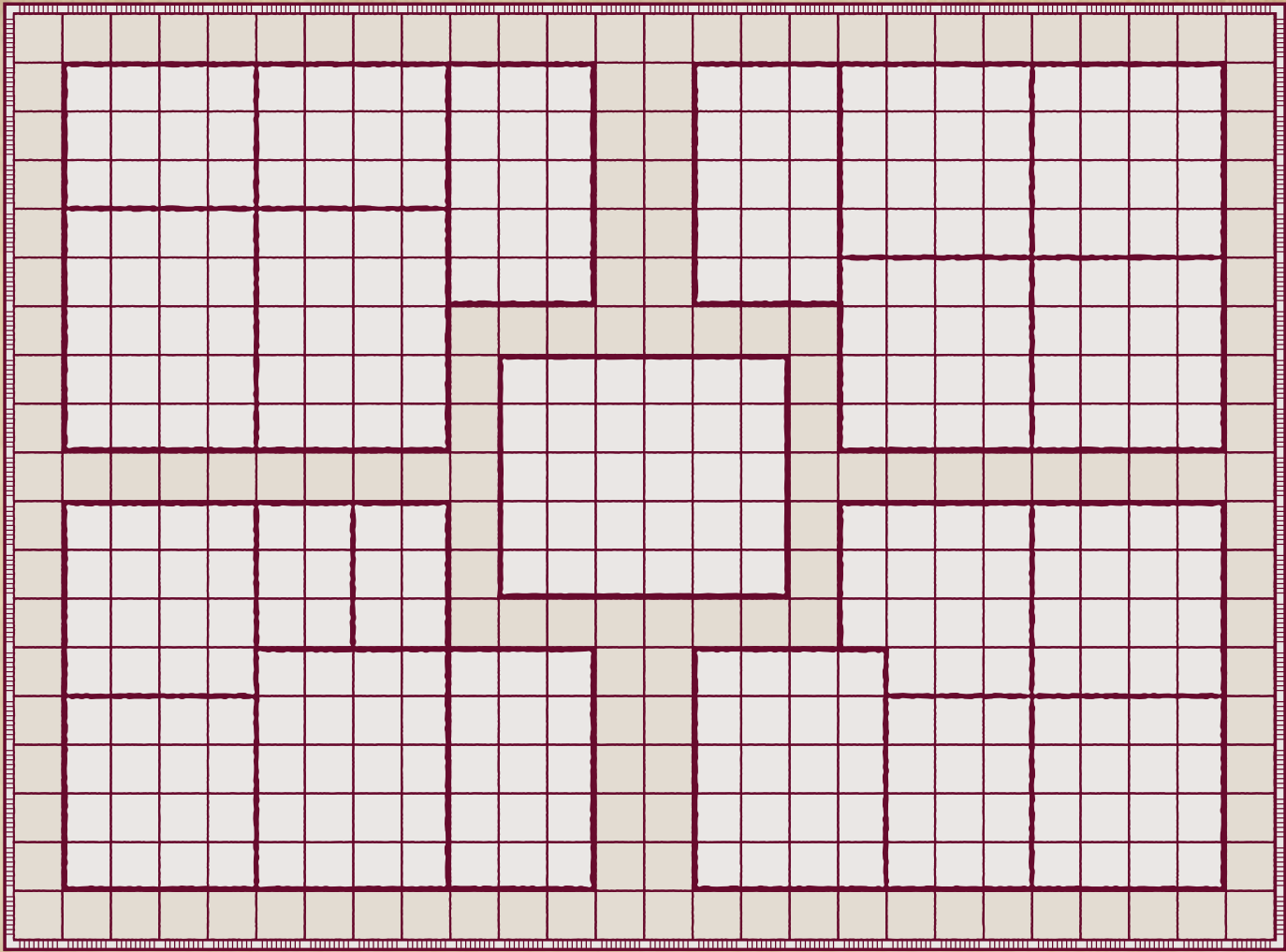
Warriors of Elethorn rarely find their equal in swordplay. Such a pity that these once loyal soldiers have been corrupted by Zargon's promises of power.

Elf Archer

Once a proud symbol of Elethorn's skill. If only their resolve was as true as their aim, they would not have fallen into Zargon's ranks.



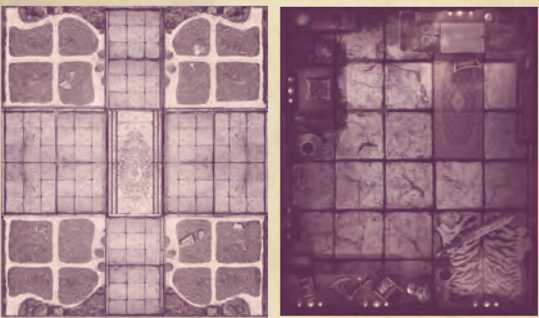
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Design Your Own Quest Adventures

Design your own exciting quests! Mark the map with the various monster, furniture, and trap symbols. Then write a short paragraph to explain the adventure, and you're ready to play. Simply photocopy or scan and print the blank map shown above, along with the symbols shown below, cut them out, and

use them to design your own games. Permission is granted to reproduce this document for personal use. You may use these components in any way that you can imagine. For example, the stairs could be used to link several levels of a multi-map quest.



Plaza

Hideout



Alchemist's Bench



Rack (Arcane Prison)



Dread Wraith



Stranger



Sir Ragnar



Dread Cultists



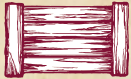
Assassins



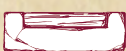
Magus Guards



Statues



Table



Cupboard



Elven Warriors



Trap Doors



Caltrops



Elven Archers



Wooden Door



Iron Door



Specters





**Special thanks to Christopher De La Rosa for
Rise of the Dread Moon story and design contributions.**

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